

## ABSTRACT OF THE DISCLOSURE

A gaming device having a poker game including at least one card in addition to a conventional fifty-two card deck which has a negative impact on the hand held by the player. In one embodiment, the negative impact card is not considered when determining if a winning combination exists. Additional embodiments include an inability to discard the negative impact card requiring the player to play for a winning combination among four, rather than five, cards. In an alternative embodiment, the player must decide whether to discard a card without knowing if it is a positive or negative impact card. Whether the card is a positive or negative impact card is not revealed to the player until after the first draw. The negative impact card can be used in all poker games and other card games where the player has a limited number of cards from which to determine a win.

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